



SRP-MIC RECREATION'S INTERDEPARTMENTAL, CO-ED, MARCH MADNESS BASKETBALL LEAGUE + 10TH ANNUAL NATIONAL BENEFIT'S DAY BASKETBALL TOURNAMENT - 2020

Rules:

- **Have fun, stay safe.**
- **Teams:** Each department to field teams with a minimum of 7 players, including **3 female players minimum**.
 - If necessary Departments can be merged to form teams (we want everyone to have a chance to participate). Note: merging departments is different than adding a number of individual players from different departments to a roster.
- **Games will be:**
 - Held at 11:00 & 12:00@ Friendship Park (Subject to change based on number of teams)
 - This is subject to change based on registration & weather.
 - 45 minutes each game
 - a) Two 15 minutes halves
 - a. Games are played with a “running clock” and the clock does not stop during play until the last 2-minutes of the game.
 - b) 5 minute half time
 - c) Two - 30 seconds time outs per team per half (Clock only stops in the last 2 minutes of the game)
 - d) WellPath may call 30 second time outs (official – “TV timeouts”)
 - **Pick-up style - Call your own fouls. There are no referees.** Don't wait for someone to call a foul for you.
 - Substitutions: Your team must have the ball to call for substitutions. Play will stop while both teams substitute, ball is checked at half court and play resumes.
 - Respect all calls.
 - No Whining! **Disputes must be solved between team captains.**
 - **If dispute is not solved in 5-minutes** a coin toss will solve the dispute.
Clock will run per rules.
 - Have fun and keep the “spirit of the game” in mind.
 - Clock and score will be kept by WellPath but teams police your own games – just like pick up anywhere and everywhere.
 - Every player must play – Teams police this rule for their own team.
 - **15 minutes grace period before forfeiting game**, however, the 15-minutes will be deducted from the total playing time. Teams arriving more than 15 minutes after start time will forfeit.
 - The team which is not ready at game time will be penalized 4 points for every 5 minutes the game is delayed.

- The clock is not reset – time waiting is time lost.
- All players must be dressed appropriately and must play. Do not recruit players at the last minute.
- ANY UNSPORTSMANSHIP BEHAVIOR WILL BE AN AUTOMATIC DISQUALIFICATION OF PLAYER AND/OR TEAM!
- Employees-players are playing on own time – “off the clock.”
 - 30 minutes administrative leave is granted to employee-players to eat and prepare to go back to work.

League:

- **SRPMIC Recreation will run a pool tournament in February-March for all teams registered.**
- **Teams will be divided into divisions and will play one another (minimum of 2 games)**
- **At the end of the league, records will be used to seed the teams into a bracket for the tournament.**

Tournament:

- Single elimination
- WellPath endorsed event - 25 WellPath Points for each employee who plays in one or more games. Maximum 25 points per player for entire tournament.
- Winning department takes home the *Travelling Trophy*.
- **Players:**
 - Only players with signed liability waivers may play.
 - Players must have a badge and employee ID (ID number on roster – badge must be produced upon request – not necessarily at game time.)
- Championship game is *winner takes all* to be played on Thursday, April 2nd, at 12PM, during the SRPMIC Benefits Day Event
 - *Winner takes all* means it is not double-elimination for Championship game.

The upcoming Interdepartmental, Co-ed Basketball Tournament is intended to be:



Fun



Inclusive



Increase interdepartmental interaction – morale booster



Foster “team-building” in your departments



Provide an opportunity for employees to be active at work.



Safe

Team-building in your department:

If you are having trouble making a complete team, meeting quotas, contact wellness@srpmic-nsn.gov. You may combine with other departments to make teams (for example: Your team can consist of players from HR AND HHS) WellPath will help make complete teams or place willing players on teams (combining teams, recruiting players, etc). Try to get as much representation from your department as possible, but don't let the difficulty of forming a team discourage you from participating.

Interdepartmental interaction:

Get ready for fun



Enjoy the opportunity to meet and play with co-workers, many of whom you don't know well.



Display good will and sportsmanship